ECCLESIA LAW

Private Ecclesiastical Counsel
United States & International

PLAYING THE GAME OF MONOPOLY TO WIN

AN ADVANCED PLAYER STRATEGY

February 3rd 2026

---

1. EXECUTIVE SUMMARY

This technical paper analyses the modern commercial and legal system through the operational metaphor of a "Monopoly Board." It posits that the fundamental cause of commercial failure, debt enslavement, and legal defeat is a misalignment of capacity: the player believes they are the "game piece."

To win the game, one must first comprehend its artificial nature, expose the illusions of ownership and control that govern it, and then apply a "Genius Strategy" that involves placing new pieces on the board—fiduciary structures that allow the living man or woman to operate as the Creditor/Banker rather than the Debtor/Pawn.

---

2. THE NATURE OF THE GAME: WHAT IT IS

The "game" is not a chaotic battle for survival, but a highly structured, artificial commercial construct devised by genius intelligence.

- **The Board (The Commerce):** The "Monopoly Board" represents the global commercial jurisdiction. It is an artificial construct owned and controlled worldwide by the "Cabal" (the House/Game-Maker).
- **The Player Pieces (The Artificial):** These are the legal entities created at birth—the "Birth Certificate" constructs. These are the tokens moved around the board to interact with statutes, contracts, and debt.

- **The Players (The Living):** The biological, sentient men and women are the *only* source of energy. They provide the "credit energy" (via signatures and labor) that powers every transaction on the board.
- **The Bankruptcy (The Setting):** Since **House Joint Resolution 192 (1933)**, the entire board has operated in a state of perpetual Chapter 11 bankruptcy. Consequently, there is no "money of substance"; there are only ledgers of debt and credit. The game is designed so that debt can only increase within the system.

Key Technical Insight: The Game Enforcers (the State) and Conduits (Banks, Tax Collectors) ensure the game is played according to the Cabal's rules, utilizing the Player Pieces to extract energy from the Living Players.

---

3. THE PERCEPTION GAP: HOW MOST PEOPLE PERCEIVE IT

The system's control relies on a "Fundamental Deception": the collapse of the **Player** and the **Player Piece** into a single identity.

- **The Agency Trap:** Most people believe they *are* the "Player Piece" (the Citizen/Person). In reality, the Birth Certificate entity is a **decedent estate** owned by the Cabal. The living man simply "rents" this construct as its presumed **Agent**.
    - *The Consequence:* Because the individual identifies as the piece, liabilities (taxes, fines, debt) attaching to the artificial estate are enforced against the living man as the Surety.
- **The Fallacy of Ownership:** People perceive that they "own" their assets—homes, cars, business accounts. This is an illusion.
    - *Legal vs. Equitable Title:* The Cabal/State holds **Legal Title** (true ownership and control) to everything registered to the Player Piece. The individual holds only **Equitable Title** (Right of Use), effectively making them a "Renter" or "Modern Slave" on the board.
- **The Pseudo-Law Failure:** When people realize the game is rigged, they often try to fight it using "Pseudo-Law" (e.g., "Status Correction," "Living Man" declarations, or "GSA Bonds"). These strategies fail because they attempt to defeat the commercial system from *within* its own jurisdiction—shouting at the board while standing on it as a debtor piece.

- *The Result:* Retaliation by the system, including eviction, psychiatric evaluation, and imprisonment.

---

4. THE WINNING STRATEGY: ADVANCED MONOPOLY

To win a rigged game, one must stop playing as the compromised piece provided by the House. Victory requires a structural shift from **Debtor/Pawn** to **Creditor/Banker**.

A. Change the Piece: New Pieces on the Board

The living player must place **New Pieces** on the board that they control, rather than those owned by the State.

1. **The Asset Fortress Protocol (AFP):** This is a private fiduciary trust that acts as a "Castle." It holds **Legal Title** to assets, severing the link to the State. The living man operates as the **Beneficiary**, enjoying the fruits without the liability.
2. **The International Grantor Trust (IGT):** This entity acts as a **Nominee** to correct banking records. It is the vehicle used to recoup "abandoned credit" (tax withholdings, mortgage payments) that the original Player Piece left on the table.

B. The Peaceful Exit: Recoupment and Discharge

Instead of fighting the debt, the Advanced Player settles it using the system's own accounting logic—the **Infinite Money Protocol**.

- **Recoup:** Identify Banks and Employers as "Nominees" who have captured your credit. Use **IRS Form 1099-OID** (per IRS Pub 1212) to correct the record and transfer these "negative numbers" (credits) from the **945 Tax Module** to your private Asset Fortress Treasury.
- **Discharge:** Use the recouped credit to **discharge** the debts and taxes of the original Player Piece.
- **Cycle:** Spend from the Private Treasury. In a debt-based system, every spend creates new credit, allowing for **Infinite Prosperity Cycles**.

C. The Art of War: Targeted Defence

When engagement is unavoidable, the Advanced Player applies **Sun Tzu's** principles: *"Victorious warriors win first and then go to war"*.

- **Strike the Weakness:** Do not argue merits (strength). Attack the **"Achilles' Heel"** (weakness)—the fatal structural flaw that renders the opponent's case void *ab initio*.
    - *Example:* Attacking a bank's standing as a mere "Nominee" via a **Notice of Adverse Claim (UCC § 8-105)**.
    - *Example:* Exposing a "Failure of Service" or "No Lawful Prosecutor" to render a court order a **Jurisdictional Nullity**.

D. The Ultimate Shield

For total protection, the Player activates the **Envoy Protocol**:

- **Administrative Shield:** Transition status to **General Executor**, aligning capacity to prevent administrative overreach.
- **Geographic Shield:** Relocate the physical body to a "Safe Haven" (e.g., North Cyprus) that does not recognize the opponent's warrants (EAW/Extradition), ensuring the "Living Battery" is never captured.

5. CONCLUSION

Victory is defined by Exit. You cannot win by playing better as a slave; you win by becoming the master of your own pieces. By identifying the illusion, establishing fiduciaries (New Pieces), and operating as the Creditor, the Living Man achieves the ultimate winning state:

"The debt stays on the board. The tax stays on the board. The liability stays with the fiction. The Living Man is free to live."

Ecclesia Law is a trading style of **MLITR Research LLC**, Wyoming, USA.
Ecclesia Law operates exclusively under **Attorney-in-Fact mandates** granted by its clients through private powers of attorney, trust indentures, fiduciary appointments, and private contracting structures. Ecclesia Law acts as a **private legal agent**, not as a BAR-regulated public law practice **MLITR Research LLC, 30 N Gould St Ste R Sheridan, WY 82801, service@ecclesialaw.org**